```
Vector3
+ x
+ y
+ z
+ W
+ Vector3()
+ Vector3()
+ Vector3()
+ Magnitude()
+ MagnitudeSqr()
+ Normalize()
+ operator-()
+ operator+()
+ operator*()
+ operator/()
and 7 more...
+ Dot()
+ Distance()
+ Cross()
+ Max()
+ Min()
+ Lerp()
+ Scale()
+ Reflect()
+ Angle()
```